XBOX

LIVE ONLINE ENABLED

NBA Ballers Phenom

NBA Ballers Phenom

featuring Chauncey Billups

NBA.COM

MIDWAY

warning

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.
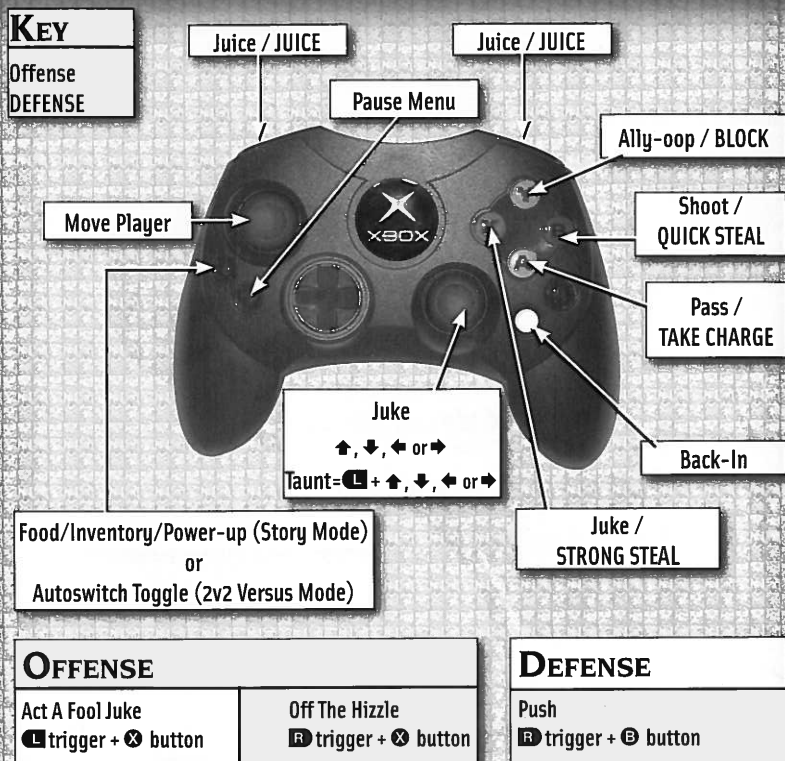
Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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KEY

Offense
DEFENSE

Juice / JUICE

Pause Menu

Juice / JUICE

Ally-oop / BLOCK

Move Player

Shoot /
QUICK STEAL

Pass /
TAKE CHARGE

Juke
↑, ↓, ← or →
Taunt= L + ↑, ↓, ← or →

Back-In

Food/Inventory/Power-up (Story Mode)
or
Autoswitch Toggle (2v2 Versus Mode)

Juke /
STRONG STEAL

OFFENSE

Act A Fool Juke	Off The Hizzle
L trigger + ⊗ button	R trigger + ⊗ button

DEFENSE

Push
R trigger + Ⓑ button

2v2 Controls

- Move the right thumbstick ← or → to change players on defense.
- On offense, press the D-Pad ↑ to tell your teammate to go up for an Ally-oop.
- On offense press the D-Pad ← to tell your teammate to spot behind the three point line on the left side of the court.
- On offense press the D-Pad → to tell your teammate to spot behind the three point line on the right side of the court
- On offense press the ● button to toggle Autoswitch off and control the same player at all times in the game. Press it again and toggle Autoswitch on to control whoever has the ball at all times.
- Press the Ⓑ button (shoot) prior to receiving the ball to take an immediate shot.

PLAY MODES

PLAY A 1 VS. 1 MATCH
Select an NBA Baller and an opponent. You'll also select an available court.

PLAY A 2 VS. 2 MATCH
Select up to four NBA Ballers and battle it out. You'll also select an available court.

PLAY A 1 VS. 1 VS. 1
Select three NBA Ballers and a court. You may also play against one or two CPU controlled players.

BALLERS SHOOTOUT CHALLENGE
Select a Baller and take on an opponent in the Jump Shot Challenge.

PRACTICE YOUR SKILLS
Practice mode allows you to select a Baller and an opponent. You may then practice your moves and shooting skills, as well as discover some of the cool moves in the game.

XBOX LIVE®

XBOX LIVE®

TAKE NBA BALLERS: PHENOM BEYOND THE BOX

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friend's List with other players, see when they're online, invite them to play and talk to them in real-time as you play.

CONNECTING

Before you can play *NBA Ballers: Phenom* on Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect and select your country.

SIGNING IN

Before you can access Xbox Live, you'll need an Xbox Live Gamertag. Consult your Xbox Live documentation for instructions on creating a Gamertag. Gamertags are obtained when you create an Xbox Live account. They can be read from your hard disk or a memory unit.

Press the A button to go to the Xbox Live Sign In screen. Once you're there, your Gamertag will be displayed. Highlight your Gamertag, then press the Ⓐ button. If your Gamertag is protected by a pass code, you will then be asked to enter your pass code.

QUICK MATCH

Xbox Live will look for the best game for you to join. When a game is found, you'll join the battle. Quick Match will give preference to finding games that provide the best gameplay experience, using factors such as player skill, network conditions, and server modifications.

OPTIMATCH

OptiMatch allows you to search Xbox Live for game hosts that match your exact specifications. You can specify your perfect match, with these options: **Ranked**, **Opponent Skill**, **Friends Only**, **Round Type**, **Custom Players**, **Round Length**, **Score Limit**, **Score Type** or **Shot Clock**. Press the D-pad ← or → to adjust the options.

CREATE A MATCH

You can create your own Xbox Live play session with this option. You can specify your perfect match, with these options: **Ranked**, **Opponent Skill**, **Friends Only**, **Round Type**, **Custom Players**, **Round Length**, **Score Limit**, **Score Type** or **Shot Clock**. Press the D-pad ← or → to adjust the options.

FRIENDS LIST

Use this option to add your friends' names to your Friends List. When you sign in, you can select this option and see if your listed friends are online.

RECENT PLAYERS

This option gives you a list of the players you've most recently played online.

LEADERBOARDS

Take a look at the *NBA Ballers: Phenom* leaders to see where you stand. This is a list of your stats, as well as the people around you. Press the D-pad ← or → to cycle the leaderboard categories. Highlight a category, and press the Ⓐ button to sort.

SIGN OUT

Press the Ⓑ button to sign out of Xbox Live.

OPTIONS

Press the ● button to view the Options Menu.

Appear Online/Offline

Choose to hide or show your Xbox Live Online Status from other users.

Voice

Selected from **Off**, **TV** or **Normal** voice options.

MESSAGES

Press the ◯ button to access the Messages screen. Messages can be viewed or heard using this option. No prompts will be displayed if you have a message, so return to this option frequently to check for messages.

INSIDE STUFF

Inside Stuff contains a collection of movies. Select a profile, highlight a video then press the Ⓐ button to watch a movie.

JUKEBOX

The Jukebox contains all of the music included in *NBA Ballers: Phenom*. Highlight a song, and then press the Ⓐ button to listen.

"LIVE THE DREAM" MODE

This mode allows you to "Live the Dream" of being an NBA Baller. You'll explore the neighborhoods of LA during the NBA Finals and attempt to carve out your legend as the next Phenom. Every choice you make, every tournament you win and everyone you meet will affect the outcome of your quest.

THE STORY

You grew up on blacktop courts with the rock in your hands. Together, you and your partner Hot Sauce became street ball legends. The scouts even talked about you both making the big jump; trying you out for the NBA. The sponsors started talking about making it real. Yeah, a real deal, that's when it all came apart.

Your man 'Sauce sold you out for fame and fortune. He flew solo with that sponsorship and all of a sudden he blew up big. Everyone talked about how they knew him back in the day. Including Kimberly, your Kimberly. The two of you were real tight once, but now she's just another Hot Sauce fan hanging on his arm. But that's ancient history.

This week is the NBA Finals and to celebrate the round ball game some suits are putting together the biggest street ball tournament ever, including a million dollar grand prize. Everyone is here in LA to see it go down; street ballers, the "who's who" of the NBA, corporate sponsors, NBA scouts, Hollywood celebrities and of course your rival: Hot Sauce. The talk is that 'Sauce has this down cold; they say it'll just be another trophy for his crib.

That's why you're here. To make your mark on the court, to say what you gotta say. This week in LA, this is about changing your life.

PROFILES

NBA Ballers: Phenom lets you save accumulated data to your hard disk. We highly recommend saving to the hard disk to enjoy the many features you'll find in this game.

Each time you power up, the game will read your hard disk, loading the saved data.

Create-A-Profile

Profiles may only be created by entering Live The Dream mode. When you select this mode, you will be taken to the Manage Profile screen. Press the Ⓨ button to enter the Profile Assistant and manage your profile.

Pressing the D-pad ⬆ or ⬇ will select a profile slot labeled "EMPTY". Press the D-pad ➡ to select the "**New**" icon and press the Ⓐ button. This will bring up the keyboard. Use the D-pad to navigate the keys, then press the Ⓐ button to select the letters. Once you have entered the name, select the **Enter** key and press the Ⓐ button. You may Load a profile from any game mode

Load a Profile

If you have already created a user profile and saved it to your hard disk, it will be listed for selection when you choose the "+" symbol (Load Profile). Highlight the profile listed on the hard disk, and then press the Ⓐ button.

Unload a Profile

NBA Ballers: Phenom stores a maximum of four profiles. To unload a profile, select the minus symbol (–) "Unload Profile". You'll then be prompted to unload the selected profile.

As you save more and more data to the hard disk, you'll need to keep track of the space available on the hard disk. The Profile Menu appears in several instances within the game, so you can always refer to this portion of the manual for reference.

"LIVE THE DREAM" MODE (CONT.)

CREATE A BALLER

You must create a baller to use throughout "Live The Dream" Mode. You'll start by giving him a name, and then you'll assign attributes and gear in many categories.

To create a name, highlight the first or last name, then press the **Ⓐ** button to view the keyboard. You may then spell out the name. For other categories, you'll need to press the D-pad ⬆ or ⬇ to highlight a category, then press the D-pad ⬅ or ➡ to make adjustments. Press the **🄛** trigger or **🅁** trigger to cycle through the three sets of categories.

Attributes

The third set of options contains the Attribute categories. This option allows you to distribute points to specific player skill attributes. You decide how strong or weak your created player's skills will be.

By default, you'll start out with a preset amount of points to distribute to your created player. Highlight an attribute, then press the D-pad ⬅ or ➡ to increase or decrease the points given to an attribute. Repeat this process to distribute the points the way you want.

You can only distribute a maximum of 40 Attribute Points to each category during the creation phase. You can also press the **Ⓨ** button to Auto-Assign the points.

Note: In "Live the Dream", the attributes must be earned on the court. You may not acquire them with credits.
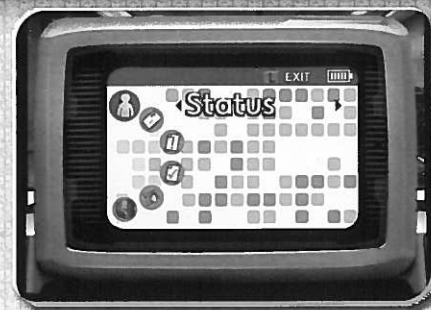
MY 3-WAY

This contains an assortment of information accumulated as you play the game. You can review your **Credits**, **Tourney Wins** and **Streetball Rankings**. You may also review your tasks, look at your photos or check your messages.

DESIGN YOUR CRIB

NBA Ballers: Phenom lets you design your own custom crib during "Live the Dream" mode. You may choose a **Landscape**, **House**, **Pool**, **Court**, **Backboard**, **Horizon**, **Car** and **Banner**. Press the D-pad ⬅ or ➡ to choose from the design options, then press the D-pad ⬆ or ⬇ to choose an item. Previews are displayed as you highlight an item.

Note: You can only access your created Crib after you've finished Story Mode.

SAVE

Once you've gone through the options in "Live the Dream", you may save everything to your Profile.

QUIT

Exit "Live the Dream" mode.

GAME OPTIONS

At the Main Menu, press the **Y** button to view the Game Options menu. Make adjustments to the game's default settings:

DIFFICULTY

Select from five difficulty settings, ranging from **Easy** to **Extreme**. Level 3, **Challenging**, is the default difficulty setting.

VIBRATION

Turn the controller vibration **On** or **Off**.

AUTO SAVE

Turn the game's Autosave feature **On** or **Off**. When On is selected, the game will automatically save your game settings.

GAME FX (EFFECTS)

Select **Old Skool** to play with all visual special effects turned on. For a more "simulation" style play experience, select **New Skool**. This will turn off most of the special visual effects.

AUDIO OPTIONS

Within the Game Options menu, press the **R** trigger to view the Audio Options menu. Highlight an option, then press the D-pad ← or → to increase or decrease the volume for **Game FX, Player Chatter, In-Game Music, Announcer, Crowd, Menu Music** or **Pause Music**. You can also change the Audio Output to **Stereo** or **Mono**.

Prior to playing a game in any game mode, each player will need to select a Baller. There are two selection options available: **Quick Pick** and **Standard Pick**. The Quick Pick option speeds up the selection process, bypassing many of the detailed selection options offered in Standard Pick.

CHOOSE A SIDE

Each human player presses the D-pad ← or → to select a side. Once a side has been selected, each player may press the **Y** button to access the Profile Selection Window. If a player has a profile previously saved, it may be selected.
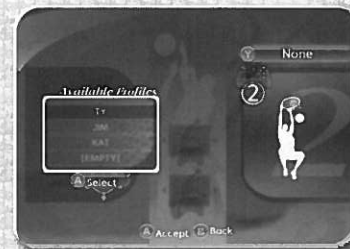
CHOOSE A CATEGORY

Press the D-pad ← or → to browse each player category. Choose from **Floor Generals, Defensive Stoppers, Anklebreakers, Low Post Muscle, Personalities, Mascots, Custom, 3 Point Bombers, Swingmen, High Flyers** and **Power Big Men**.

Each category includes the names of players available in each category. The Custom option allows you to select any custom players you've created in Story Mode (see "**Live the Dream**" mode, pg. 7).

CHOOSE A PLAYER

Once you've selected a category, press the D-pad ↑ or ↓ to choose a player. Each time you highlight a player, his attributes are displayed. Press the **L** trigger or **R** trigger to browse the various attributes.

SELECT A CRIB

Now that you've selected your players, you'll need a place to play. Press the D-pad ← or → to display the available Cribs. Press the ⊗ button to display notes on the Crib. The ⓨ button lets you **Change Rules** prior to playing the game. Within the Rules window, you can **Handicap** the match by pressing the ⓡ trigger.

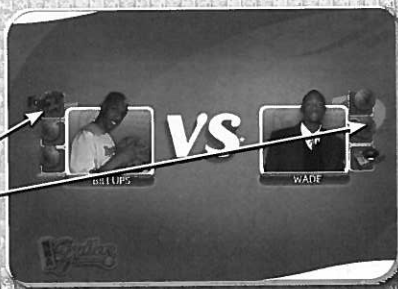At the Handicap window, highlight a player, then press the D-pad ← or → to increase or decrease a players' abilities. This will allow you make the game more competitive.
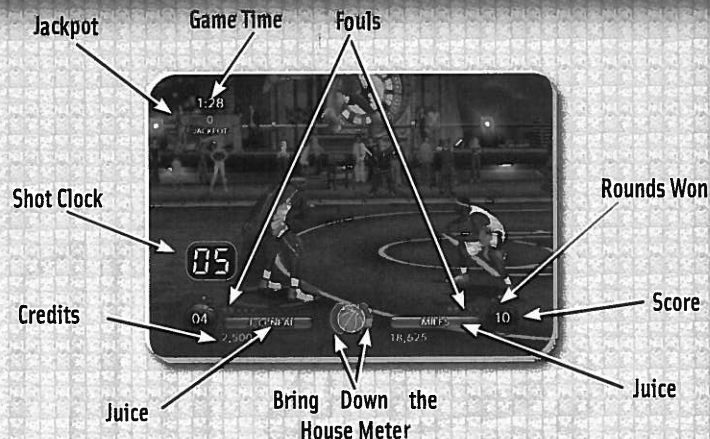
ENTERING CODES

Just before the game begins, you'll have a brief opportunity to enter special codes. Codes can be entered by displaying three specific icons, along with pressing the D-pad ↑, ↓, ← or →.

Press the ⊗ button (top), ⓨ button (middle) and ⓑ button (bottom) to cycle the three code icons. When the icons you want are displayed, press the D-pad ↑, ↓, ← or →. If you have the correct combination of icons and the correct direction on the D-pad, a code will be displayed and entered. If you enter wrong, the icons will reset and no code will be entered. You can enter as many codes as you have time for. Remember, there isn't much time, so be quick.

Note: Codes can be found in strategy guides, magazines, the Internet or with a bit of experimentation on your part.

Codes

Labels (on-court diagram)

Jackpot — Game Time — Fouls — Rounds Won — Shot Clock — Credits — Juice — Bring Down the House Meter — Juice — Score

FOULS

You have five fouls to give. After the 5th foul, your opponent will go to the Free Throw line.

GAME TIME

This displays the game time remaining.

HOUSE METER

The House Meter builds as you make moves and shots. When the House Meter fills completely, you can "Bring Down the House". In order to "Bring Down the House" you need to approach the basket as if you were going perform a dunk and press any two Juice buttons while pressing the ⓨ button.

JACKPOT

As you and your opponent make moves, you'll accumulate credits that will be awarded to the player that makes the shot. If you build the Jackpot and miss the shot, the Jackpot will remain until someone does hit the shot. The winner of the match walks away with all of the credits.

JUICE

The meter indicates how much Juice you have. It will recharge when you're not using your Juice buttons.

ROUNDS WON

Green circles appear above the players' scores when a round is won.

SHOT CLOCK

The Shot Clock will be displayed when ten seconds are left on the clock.

BACK IN MODE

1v1

Press the ⊙ button to begin the Backin, then rap'dly press the ⊗ button to back your player closer to the basket or to defend During that time on offense, you can:

- Press the ⑧ button for a turnaround jumpshot.
- Press the ⓨ button for a Drop Step.
- Use the right thumbstick to spin out and dribble again.

2v2

Press the ⊙ button to begin the Backin, the rapidly press the ⊗ button to back your player closer to the basket or to defend. During that time on offense, you can:

- Press the ⑧ button for a turnaround jumpshot.
- Press the ⓨ button for a Drop Step.
- Use the right thumbstick to spin out and dribble again.

PAUSE OPTIONS

At any time during a game, press the ⊙ button to view the Pause Options screen.

REPLAY

If you'd like to take a more detailed look at an incredible play, select this replay option. On-screen controls show you how to replay the action, zoom in, zoom out and also move 360 degrees around the action.

GAME OPTIONS

See **Options**, pg. 11.

AUDIO SETTINGS

See **Options**, pg. 11.

QUIT

Quits a match and returns you to the Main Menu.

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NBA Ballers: Phenom Photos

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A very special thanks to all of our significant others, families, friends and loved ones who make life worth living, for supporting us through all the hard work dedicated to this project.

Peace out... NBA Ballers will return...

"Back 'Em Down"
Written by J. Green and G. Heard
Performed by Planet Asia
Courtesy of Battle Axe Music
Published by 23rd Scientist Music (ASCAP),
Bloody Eyes Music (ASCAP),
Wireless Devices Music (ASCAP)
Produced by The Architect

"I Wanna Be"
Written by Saladine Wallace, Salahadeen Wilds and David Willis
Performed by Camp Lo
Courtesy of Blacksmith Music Corp.

"Ballin' Out"
Written by Theron Thomas, Timothy Thomas
and Nicole Marie Whitehead
Performed by Rock City
Courtesy of The Bottom Line Entertainment
Produced by N.I.K.K.I. Da JukeBox

"Ballin"
Written by Shaffer Smith and Sixx John
Performed by Ne-Yo
Courtesy of The Island Def Jam Music Group under license
from Universal Music Enterprises
Published by Zomba Enterprises Inc. (ASCAP) obo Super Sayin
Publishing, 913 Music (ASCAP)
Produced by Sixx John for Compound Entertainment

"Break Bread"
Written by Willie E. Knighton Jr., Robert T. Barnett, Marshal
Barnes and Webster White
Performed by Goodie Mob
Produced by C.I.U. and Marshal Arts for The Bottom Line
Entertainment
Background Vocals by N.I.K.K.I. Da JukeBox

"Choices"
Written by Jin Auyeung and Clyde Daniels
Performed by Jin
Published by A Shot of Jin (SESAC), Swift Sword Publishing
(ASCAP)
Produced by The 'Golden Child'

"Pull up and Pop"
Written by Warren Mathis and Adam Cherrington
Performed by Bubba Sparxxx
Bubba Sparxxx appears Courtesy of Virgin Records America,
Inc., under nonexclusive license
from Virgin Records America, Inc. ℗ Virgin Records America, Inc.
Published by Soar Loser Music (BMI)
Produced by Adam "Wyshmaster" Cherrington

"I'm A Playa"
Written by Brandon Ranard Burris
Performed by Point Game
Produced by Sho-Down

"The Only Way"
Written by Leslie Pridgen
Performed by Freeway
Courtesy of The Island Def Jam Music Group under license
from Universal Music Enterprises
Produced by Chad "Dwes" Hamilton for Dayone Productions/
Press conference Mgmt

"Fresh Ballin'"
Written and Performed by Mannie Fresh for Chubby Boy
Productions (ASCAP)
Courtesy of Universal Records

"I'm A Baller Baby"
Written by Waiel Yaghnam, Jayson Bridges
and Adam Cherrington
Performed by Basement Beats
Courtesy of Basement Beats
Produced by Adam "Wyshmaster" Cherrington

"Give Me Dat"
Written by Joe Young and Adam Cherrington
Performed by Jelly Joe for Basement Beats
Courtesy of Basement Beats
Produced by Adam "Wyshmaster" Cherrington

"Go Hard or Go Home"
Written by Sean Pompey, Nissan White
and Simon Julien Hesslein
Performed by Smoka and Numbers
Courtesy of Cinematic Music Group
Published by Edition Vaul and Spaeth (GEMA)
and Prodigal Son Publishing (ASCAP)
Produced by Simon Vegas

"Got To Get It"
Written and Performed by Heavy Mojo
Courtesy of Jank Recordings

"I B-Ballin'"
Written by William J. Lacey II
Performed by Jeff Lacey
Produced by TyJilla

"I Got This"
Written by Malik Taylor and Dion Liverpool
Performed by Phife Dawg
Courtesy of Smokin' Needles Records
Produced by DJ Rasta Root

"I'm A Superstar"
Written by Theartis Jeron Thomas
Performed by Ness Lee
Courtesy of T. Jeron Thomas

"It's A Shame"
Written by Brandon Ranard Burris and Theartis Jeron Thomas
Performed by Game featuring Ness Lee
Courtesy of T. Je   Thomas

"It's On You"
Written by R. Henley, D. Nelson, S. Hous and W. Lukuku
Performed by Fourth World
Courtesy of Battle Axe Music
Published by R. Henle   (SOCAN), D. Nelson (SOCAN),
S. Hous (SOCAN), W. Lukuku (SOCAN)

"Just Begun"
Written by Gregory Lawary and Adam Cherrington
Performed by Gena for Basement Beats
Courtesy of Basement Beats
Produced by Adam "Wyshmaster" Cherrington

"Keep It Moving"
Written by Kanjia Kro   a and Adam Cherrington
Performed by Kanjia for Basement Beats
Courtesy of Basement Beats
    uced by Adam "Wyshmaster" Cherrington

"L.A. City"
Written by A. Pointer and Kenny Segal
    erformed by Abstract Rude
Courtesy of Battle Axe Music
Published by Abscorp Music (ASCAP),
Mr Yuk Yuk Music (ASCAP)
Produced by Kenny Segal

"Let's Ball"
Written by K. Fain, A. Taylor and L. DeShazor
Performed by Shak-C (Kash'ka Fain)
Produced By: School of Beats
Recorded and Mixed by Kash'ka Fain for
Signature Sounds Studios

"Raise Up"
Written by Nick Furlong
Performed by Raskal
Courtesy of 3000 Entertainment, LLC.
Produced by TyJilla

"Sideline Talkin"
Written and performed by Kain Cioffle
Courtesy of King Rich Management

"Take It to the Hoop"
Written by Brandon Lloyd
Performed by B. Lloyd featuring Hakim Abdulsamad
Produced by DJ Rollscrans and Mahli El Segundo

"The Blacktop"
Written by Theartis Jeron Thomas
Performed by Ness Lee
Courtesy of T. Jeron Thomas

"The Lifestyle of a Baller"
    ritten by Howard Bailey and Michael Naylor
    rformed by Chingy
    rtesy of Capitol Records
UNDER LICENSE FROM EMI FILM and TELEVISION MUSIC
PUBLISHED BY E3 TUNES (ASCAP) AND BMG SONGS, INC.
(ASCAP) O/B/O CHINGY MUSIC

"They Know Me"
Written by T.J. Reynolds and Nick Furlong
Performed by TyJilla and Raskal
Courtesy of 3000 Entertainment, LLC.
Produced by TyJilla

"What It Is"
Written by Jayson Bridges and Adam Cherrington
Performed by KoKo   Basement Beats
Courtesy of Basement Beats
Produced by Adam "Wyshmaster" Cherrington

"We Hot Now"
Written by A. Albano, F. Sargolini, G. Clomon and K. Bogan
Performed by Ming+FS featuring Northern League
Courtesy of Madhattan Studios

"NBA Ballerz"
Written by William Hughes, Kenneth Anthony, Ronald Wilson,
Melvin Adams, Brian Scott, Vito Tisdale and Joe Hopper
Performed by Nappy Roots
Courtesy of Nappy Roots Music
Published by Nappy Roots Music and Ensign Music
Corporation obo itself and Nappy Roots Music LLC (BMI)

"Car Wash"
Written By Norman Whitfield
Performed by Rose Royce
Courtesy of Universal Studios
Published by USI B Music Publishing Inc. (BMI)

"Ya'll Aint Ready"
Written by: Ali Jones and Adam Cherrington
Performed by: Ali Jones
Produced by: Wyshmaster

"Gotta Come Up"
Written by Terry Parker and Eric Welton
Performed by Juice

Juice appears courtesy of Conglomerate Music Corporation
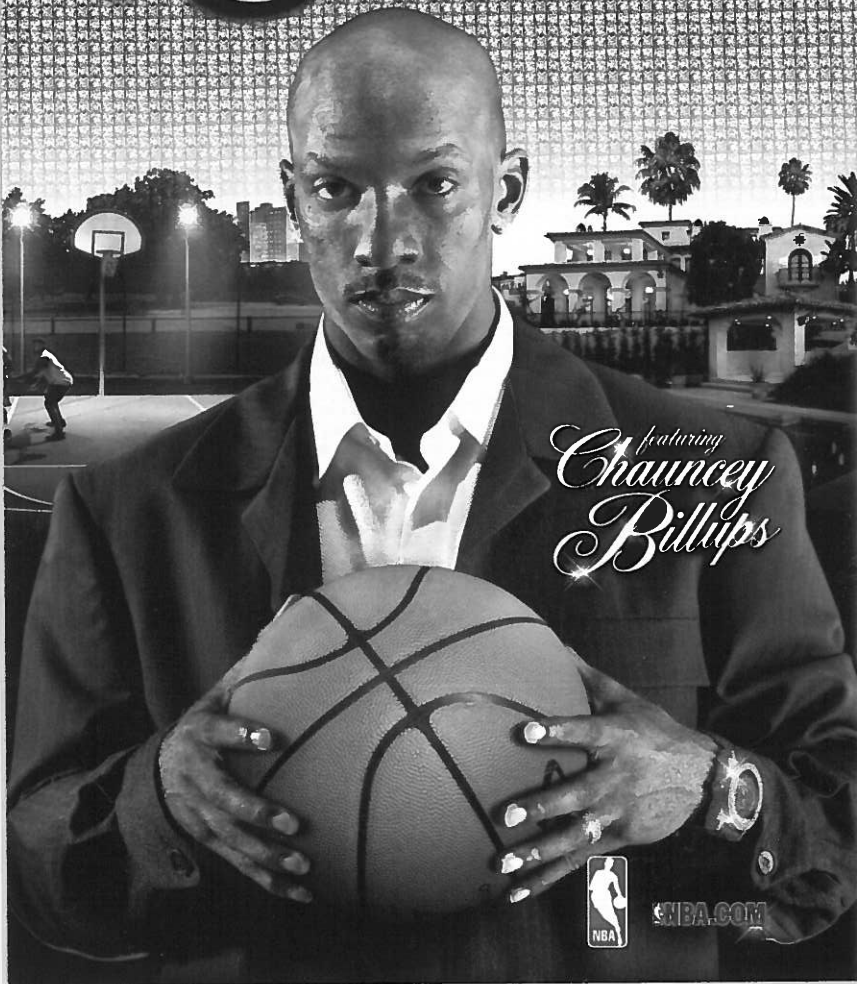Produced by Emmaculate for BPM Productions/RPE
Management

"Put It On Da Line"
Written by Webster White and Ricciano Lumpkins
Performed by C.I.U. "The Dean"
Courtesy of TBL-ENT
Publishe   by Onika Music (BMI)
PRODUCED BY SOUNDSCAN FOR PWPX, LLC

Beats Provided By:

Jonathan Adams
Adam Cherrington
John Christopher
Nathan Murphree
T. J. Reynolds
Andrew Thielk

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